

**For students admitted from academic year 2020/2021 (B-C0-XXXX-X students)**  
**Bachelor of Science in International Integrated Resort Management Programme**  
**Specialization in Gaming Management**

Updated on 05/08/2020

Students are strongly advised to check the enrolment records each semester in order to secure the graduation requirement has been fulfilled. You may print out this study plan and cross-check with your enrolment records. Should you have any doubts on the below study plan, please approach the FBA General Office for confirmation.

# Course Type                      **CM : Compulsory/Major Course**  
**GE : General Education Course**  
**RE : Required Elective**  
**FE : Free Elective**

**First Year (2020/2021)**

Course Code	Course Title	Credit Units	# Course Type	1st Sem	2nd Sem
ACCT1000	Principles of Financial Accounting	3	CM	X	
CPED1000	Residential College Experiential Learning	1	CM	X	X
CPED1001	Physical Education I	0.5	CM	X	
CPED1003	Communication Skills and Leadership*	1	CM	X	
1 General Education Course		3	GE	X	
<b>1 "Chinese or Portuguese Language" Course**</b>					
CHLL1000	University Chinese	3	CM / FE	X	
PORT1000	Portuguese Language I – Introductory Portuguese				
1 Free Elective					
<b>1 "English Language" Course***</b>					
EELC1001	Interactive English I	3	CM / FE	X	
EELC1002	Interactive English II				
EELC1003	Academic English				
1 Free Elective					
<b>1 "Information Technology" Course</b>					
CISC1000	Information Technology Fundamentals and Practices	3	CM	X	
GEST1001	Quantitative Reasoning for Business	3	GE		X
MGMT1000	Principles of Business Management	3	CM		X
BECO1000	Principles of Microeconomics	3	CM		X
IRTM1000	Introduction to Integrated Resort Management	3	CM		X
IRTM2000	Introduction to Gaming Management	3	CM		X
CPED1002	Physical Education II	0.5	CM		X
<b>1 "English Language" Course***</b>					
EELC1002	Interactive English II	3	CM / FE		X
EELC1003	Academic English				
1 Free Elective					
		<b>36</b>			

CPED1000 is a yearly course.

\*CPED1003 consists of 2 components: Online Lectures, plus Communication and Leadership Activities.

This course can be studied and completed in any year level, and enrollment record will be shown after course completion.

\*\*Students can test out of the Chinese and/or Portuguese language course(s) if they obtain certain qualifications and should enroll course as follows:

- Test out **EITHER** Chinese Language Course **OR** Portuguese Language Course : One 3-credit free elective in the first semester of first year of study
  - Test out **NEITHER** Chinese Language Course **NOR** Portuguese Language Course :CHLL1000 **OR** PORT1000 in the first semester of first year of study
- Test out information: <https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/>

\*\*\*Students can test out of some or all of the 3 English language courses and are required to take English courses according to assigned level, one course in each semester from the first semester of first year of study to the first semester of second year of study.

- Placement level "IE1": EELC1001 + EELC1002 + EELC1003
- Placement level "IE2": EELC1002 + EELC1003 + One 3-credit free elective
- Placement level "AE": EELC1003 + Two 3-credit free electives
- None of the above: Three 3-credit free electives

Test out information: <https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/>

Students are required to take GE courses as follows in order to graduate:

General Education Area	Course Requirement (Two Courses from Each Area)
Global Awareness	GEGA1000 – Macao and Chinese Civilization ( <b>compulsory</b> )
	1 course from the list other than GEGA1000
Literature and Humanities	GELH1000 – Chinese Language and Culture ( <b>compulsory</b> )
	1 course from the list other than GELH1000
Science and Technology	GEST1001 – Quantitative Reasoning for Business ( <b>compulsory</b> )
	1 course from the list other than GEST1001
Society and Behaviour	GESB1000 – Ethics, Values, Law and Society ( <b>compulsory</b> )
	1 course from the list other than GESB1000(GESB1001/1002/1003)

**Second Year (2021/2022)**

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
BECO1001	Principles of Macroeconomics	3	CM	X	
MGMT2000	Business Communications	3	CM	X	
	<b>1 "English Language" Course***</b>				
EELC1003	Academic English	3	CM / FE	X	
	1 Free Elective				
IRTM2001	Psychology of Gambling	3	CM	X	
	1 General Education Course	3	GE	X	
	1 General Education Course	3	GE	X	
ACCT2000	Management Accounting I	3	CM		X
FINC2000	Financial Management	3	CM		X
IRTM3004	The Macao Gaming and Hospitality Industries	3	CM		X
IRTM4001	Resort Marketing and Promotion	3	CM		X
ISOM2002	Statistics and Data Analysis	3	CM		X
	1 General Education Course	3	GE		X
		<b>36</b>			

**Third Year (2022/2023)**

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
IRTM3003	Casino Management	3	CM	X	
IRTM3016	Casino Marketing	3	CM	X	
IRTM3018	Casino Mathematics	3	CM	X	
IRTM4002	Global Issues in Resort and Gaming Management	3	CM	X	
	1 Required Elective Course @				
	Gaming Management <b>OR</b> Common Required Electives	3	RE	X	
	1 Free Elective	3	FE	X	
ACCT4004	Financial Accounting in Hospitality and Gaming	3	CM		X
IRTM3012	Gaming Law	3	CM		X
IRTM3006	Human Resource Management in Integrated Resort	3	CM		X
	1 General Education Course	3	GE		X
	1 Free Elective	3	FE		X
	1 Free Elective	3	FE		X
		<b>36</b>			

@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

**Fourth Year (2023/2024)**

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
^^IRTM4004	Gaming Management Internship	3	CM	X	
IRTM4000	Strategic Management for the Resort and Gaming Industries	3	CM		X
^^^IRTM4005	Gaming Management Project	3	CM		X
	1 Required Elective Course @				
	Gaming Management <b>OR</b> Common Required Electives	3	RE		X
	1 General Education Course	3	GE		X
	1 General Education Course	3	GE		X
		<b>18</b>			

^^ Internship course

^^^ Research course

@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

**@ Gaming Management Required Electives List**

Students in Year 3 & Year 4 select one from the following:

IRTM3001	Quality Service Management	<b>Select one course</b>
IRTM3005	Festival and Event Management	
IRTM3009	Food and Beverage Management	

**@ Common Required Electives List**

Students in Year 3 & Year 4 select one from the following:

BECO4005	Applied Economics for Leisure Industries	<b>Select one course</b>
IRTM3000	Social and Economic Impacts of Gambling	
IRTM3007	Technology and Innovation in the Resort and Gaming Industries	
IRTM3008	Travel and Tourism Management	
IRTM3010	Selected Topics in Human Resource Management	
IRTM3015	Revenue Management	
IRTM4008	Questionnaire Design and Survey Data Analysis	
IRTM4009	Special Topics in Hotel and Resort Management	

**Total two RE courses**